Python: module vcs.animationgui

vcs.animationgui

```
# The VCS Animation GUI controls -  animationgui module
#
###############################################################################
#
# Module:       animationgui module
#
# Copyright:    "See file Legal.htm for copyright information."
#
# Authors:      PCMDI Software Team
#               Lawrence Livermore NationalLaboratory:
#               support@pcmdi.llnl.gov
#
# Description:  PCMDI's VCS animation GUI browser and editor.
#
# Version:      4.0
#
###############################################################################
```

Modules

Tkinter	os	sys
gui_support	string	tkFileDialog

Classes

A_Command
AnimationGui
create_animation_options_menu

class *A_Command*

```
    #--------------------------------------------------------------
    #--------------------------------------------------------------
    #
    # Event handling function that will allow the passing of arguments
    #
    #--------------------------------------------------------------
    #--------------------------------------------------------------
```

Methods defined here:

__call__(self, *args, **kw)

__init__(self, func, *args, **kw)

class *AnimationGui*

```
#-----------------------------------------------------------------
#-----------------------------------------------------------------
#
# Create the Tkinter/Pmw Animation editor interface
#
#-----------------------------------------------------------------
#-----------------------------------------------------------------
```

Methods defined here:

__init__(self, animation, gui_parent=None, transient=0)

create_file_menu(self, main_menu, gui_parent)

create_help_menu(self, parent, main_menu)

destroy_close_animation(self, gui_parent=None)

evt_about_dialog(self, parent)

execute(self, parent, event)

class *create_animation_options_menu*

```
#-----------------------------------------------------------------
#-----------------------------------------------------------------
#
# Create the Animation Options menu and its menu items
#
#-----------------------------------------------------------------
#-----------------------------------------------------------------
```

Methods defined here:

__init__(self, eself, main_menu, parent, animation)

evt_set_direction(self, animation, parent, number)
```
        ####### event to set the animation direction
```

evt_set_min_max(self, eself, parent, animation)
```
        ####### event to set the animation direction
```

evt_set_mode(self, animation, parent, number)
```
        ####### event to set the animation mode
```

mmexecute(self, eself, parent, result)

####### event to destory the set min and max dialog panel

set_toggle_flg(self, animation)

####### event to set radio button

Functions

create(animation_obj, parent=None, transient=0)

##
\# Create/Popup animation GUI editor for VCS
##

create_animation_control_buttons(self, parent, gui_parent, animation)

\#--
\#--
\#
\# Create the animation control buttons
\#
\#--
\#--

create_animation_file_controls(self, parent, gui_parent, animation)

\#--
\#--
\#
\# Create the animation file controls
\#
\#--
\#--

create_control_animation_frame(self, parent, animation)

\#--
\#--
\#
\# Create the Animation "Control animation frames" section
\#
\#--
\#--

create_control_images(self, parent, gui_parent, animation)

##
\# Create the images on the VCS Canvas for play back
##

create_zoom_and_pan_animation_frame(self, parent, animation)

\#--
\#--
\#
\# Create the Animation "Zoom and pan animation frames" section

```
      #
      #------------------------------------------------------------------
      #------------------------------------------------------------------
```

evt_change_hor_cmb(self, event)
```
      ##################################################################
      # Call horizontal widget event function below to pan animation in
      ##################################################################
```

evt_change_hor_scl(self, animation, event)
```
      ##################################################################
      # Pan image frames in the x direction
      ##################################################################
```

evt_change_load_color(self, parent, event)

evt_change_save_color(self, parent, event)

evt_change_ver_cmb(self, event)
```
      ##################################################################
      # Call vertical widget event function below to pan animation in th
      ##################################################################
```

evt_change_ver_scl(self, animation, event)
```
      ##################################################################
      # Pan image frames in the y direction
      ##################################################################
```

evt_cntrl_nxt_cnt(self)
```
      ##################################################################
      # Call the Scale widget event function below to show the appropria
      ##################################################################
```

evt_cntrl_nxt_scl(self, animation, event)
```
      ##################################################################
      # Show the appropriate frame requested by the user
      ##################################################################
```

evt_cntrl_slw_cnt(self)
```
      ##################################################################
      # Call the Scale widget event function below to pause the speed of
      ##################################################################
```

evt_cntrl_slw_scl(self, animation, event)
```
      ##################################################################
      # Slow the animate speed
      ##################################################################
```

evt_enter_load_file(self, parent, gui_parent, animation, who_called, event)

evt_enter_save_file(self, parent, animation, who_called, event)

evt_zoom_image_cmb(self, event)

```
#################################################################
# Call the Zoom widget event function below to zoom in on the anim
#################################################################
```

evt_zoom_image_scl(self, animation, event)

```
#################################################################
# Zoom in on the animation frame(s)
#################################################################
```

Data

Pmw = <Pmw.Pmw_1_2.lib.PmwLoader.PmwLoader instance>
imagefiletypes = [('Raster files', '*.ras'), ('All files', '*')]